CLAIMS

1. A method of managing animation of icons defined in a message transmitted over a telecommunication network between a sender terminal and a receiver terminal,
5   wherein:

       - a data structure is constructed in which the icons are associated with a sequence of words for managing animation of said icons, including a first type of word defining an icon display time and a second type
10   of word defining a cross-reference to a selected icon defined in the data structure, and

       - the sequence is executed so that the display time of a selected icon is imposed by the last word of the first type that precedes the word of the second type
15   cross-referencing the selected icon.

2. A method according to claim 1, wherein the sequence is defined in a data medium of the receiver terminal and the data structure is constructed in the receiver terminal.
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3. A method according to claim 2, wherein the message in which the icons are defined is an EMS message.

4. A method according to claim 1, wherein the data
25   structure is constructed in the message transmitted between the sender terminal and the receiver terminal.

5. A method according to claim 4, wherein the message transmitted between the sender terminal and the receiver
30   terminal is an SMS message.

6. A method according to claim 1, wherein the icons to be animated are defined one after the other in the data structure.
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7. A method according to claim 1, wherein the icon defined first in the data structure is directly preceded

by the animation management sequence.

8. A method according to claim 1, wherein, in the data structure, the animation management sequence is directly preceded by a word defining the size of the sequence.

9. A method according to claim 1, wherein the first word of the animation management sequence is of the first type.

10. A method according to claim 1, wherein the words and the icons are defined by bytes and the words of the second type define a byte skip.

11. A method according to claim 1, wherein the words of the first type defining an icon display time are coded by a series of bits including a first part defining a predetermined code identifying the type of word and a second part defining an icon display time parameter.

12. A method according to claim 1, wherein the words of the first and second types are numbers expressed in hexadecimal notation.

13. A method according to claim 12, wherein the words of the first and second types are coded on 16 bits.

14. A method according to claim 11, wherein the words of the first and second types are coded on 16 bits, and wherein, in words of the first type, the predetermined code identifying the type of word is coded by the first four bits and the icon display time parameter is coded by the last twelve bits.

15. A method according to claim 1, wherein the telecommunication network is a wireless network, in particular a GSM network.

16. A mobile terminal including means for implementing the method according to claim 1.

5   17. A data structure for managing animation of icons defined in a message transmitted over a telecommunication network between a sender terminal and a receiver terminal, the data structure including data defining the icons and a sequence of words for managing animation of

10   the icons including a first type of word defining an icon display time and a second type of word defining a cross-reference to a selected icon defined in the data structure, the display time of a selected icon being imposed by the last word of the first type that precedes

15   the word of the second type cross-referencing the selected icon.

18. A data structure according to claim 17, wherein the icons to be animated are defined one after the other in

20   the data structure.

19. A data structure according to claim 18, wherein the icon defined first in the data structure is directly preceded by the animation management sequence.

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20. A data structure according to claim 17, including a word defining the size of the animation management sequence and directly preceding the sequence.

30   21. A data structure according to claim 17, wherein the first word of the animation management sequence is of the first type.

22. A data structure according to claim 17, wherein the

35   words and the icons are defined by bytes and the words of the second type define a byte skip.

23. A data structure according to claim 17, wherein the words of the first type defining an icon display time are coded by a series of bits including a first part defining a predetermined code identifying the type of word and a

5   second part defining an icon display time parameter.

24. A data structure according to claim 17, wherein the words of the first and second types are numbers expressed in hexadecimal notation.

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25. A data structure according to claim 24, wherein the words of the first and second types are coded on 16 bits.

26. A data structure according to claim 23, wherein the

15   words of the first and second types are coded on 16 bits, and wherein, in words of the first type, the predetermined code identifying the type of word is defined by the first four bits and the icon display time parameter is defined by the last twelve bits.